

# MILATARI *Limited Edition*

Volume XI Issue 9 September 1992

The newsletter of choice for Milwaukee area Atari users since 1981



## Inside this Issue:

GEN CON Report  
Lee Musial

ST PD Update  
Dennis Wilson

MAC Attack  
Bob Garlock

Commentary  
Reprint/AEO

ATARI CLASSIC  
8-Bit News

FALCON Specs

From the Editor

MilAtari Ltd.  
PO Box 14038  
West Allis, WI 53214

David Glisch  
1020 Parkway Dr.  
Brookfield WI 53005  
Dec 92







s Month:

eral Meeting  
 rday, September 19 - noon  
 enfield Park Lutheran Church  
 S. 115th St.

ecutive Board Meeting  
 members invited)  
 day, September 27 - 7:00 p.m.  
 key's  
 & National Ave.

aining 1992 Meetings:  
 ber 24  
 ember 21  
 ember 19

nbership

Atari is open to all individuals and families  
 rested in computing. Annual dues are \$22 per  
 nbership and includes a one year subscription  
 he Limited Edition, access to the Publications  
 rary, and allows purchases from all Public  
 main Libraries and the Resale Shop.

etings

Atari Meetings are usually held on the third  
 ursday of each month at Greenfield Park  
 heran Church, 1236 S. 115th St. The doors  
 n at noon. Members socialize during the  
 ial hour while browsing through the libraries.  
 chases can be made from the PD offerings  
 club and/or member sale merchandise. The  
 rent PD selections are demonstrated during the  
 ling period, followed by the business meeting  
 :00 p.m. Special helps and classes available  
 rward.

ATARI By-Laws, Section XII, Article 1

cy of legally copyrighted software, hardware  
 documentation is hereby recognized as illegal  
 a detriment to the goals of MilAtari Ltd., and  
 ill not be sanctioned by MilAtari Ltd.

**MilAtari Ltd.**  
**The Milwaukee Area Atari Users**  
**Group**  
**Post Office Box 14038**  
**West Allis, WI 53214**

## Elected Officers

<b>President</b>	Lee Musial	462-7557
<b>VP-8 Bit</b>	Joe Sliker	483-7917
<b>VP - ST</b>	Bruce Rahlf	483-0464
<b>Secretary</b>	Dave Glish	784-9053
<b>Treasurer</b>	Ed Newman	628-2556

## Appointed Officers

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<b>Cashier</b>	Terri Borchardt	628-4831
<b>Editor</b>	Help Wanted	628-4435
<b>Pub. Relations</b>	Linda Heinrich	421-2376
<b>8 Bit PD</b>	Michael Koepp	259-0768
<b>ST PD</b>	Dennis Wilson	546-0282
<b>Resale</b>	Help Wanted	
<b>Publications</b>	Help Wanted	

## Assistants and Notable Volunteers

## The Distinguished

<b>Special Events</b>	Dr. Armin Baier	774-1673
<b>Sysop Asst.</b>	Carl Verbanac	453-3940
<b>ST Suppl.</b>	Bill Janutka	543-7609
<b>MAC PD</b>	Bob Garlock	
<b>Diagnostics</b>	Bill Rupp	
<b>Kid's Korner</b>	Chuck Dahms	774-8911

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 course, where otherwise noted.

The Editor gladly accepts submissions by mail,  
 electronic or otherwise, sent in ASCII or any other  
 standard word processing format using absolutely  
 no formatting within the doc, as in tabbing,  
 indenting, centering, bold, italics, etc. For  
 information on placing ads, contact the Editor.

Newsletter office hours are 9 to 5 most days,  
 except when I step out at 3 or come in at noon.  
 Some days I'm not in at all, and lately I've been  
 here just about all the time, except when I'm  
 someplace else.

# GEN CON'92: AND THEY SAID IT COULDN'T BE DONE!!

## GEN CON'92: YOU BET!!

## GEN CON'92: YUP!!

Well, the 1992 GEN CON/ORIGINS Game fair  
 is history. And what a history it's been!  
 Thanks again to the generosity of Atari  
 Corporation and the hard work and dedication  
 of some MilAtari members, this year was  
 surely the biggest and best show yet for  
 MilAtari. Everything that we did this year set  
 new records for the 5 years that MilAtari has  
 been involved in GEN CON. At this year's  
 show we had:

THREE Midi-Maze rings going at once

Over 20 Lynx's on hand

12 ST's used for Open Gaming

In addition to this we also had our very own  
 Elvira look-alike at the show on Saturday and  
 Sunday. My thanks to Kris Klocko and Mike  
 Sherwood (Elvira's very own personal  
 bodyguard and boyfriend!) for a job well done!  
 I think that one moment that I most likely  
 won't forget for long time is that of someone  
 dressed up in a costume that made him look  
 like a human ram, down on one knee kissing  
 Elvira's hand in the middle of a castle setting  
 that TSR was using in the Great Hall with  
 scores of people standing by and taking  
 pictures. A magic moment, indeed!

I would like to list below some of the people  
 involved in this year's success at GEN CON:

Sam Tramiel (Atari)  
 Gary Tramiel (Atari)  
 Bob Brodie (Atari)  
 Lisa (Atari Corporation)  
 Mark Olson (TSR)  
 Harold Bradley (TSR)  
 Thomas McLaughlin (TSR)  
 Dana Byrd (Barefoot Software)  
 Charlotte Taylor-Skeel (Accolade)  
 Mike Brown (LCACE)  
 Kris Klocko (Elvira)  
 Mike Sherwood (Elvira)

## MilAtari Members:

Dr. Armin Baier  
 Jim Birk & Family  
 Chuck Dahms

David Deeds  
 Mary Elvin & Family  
 Mike Fabian & Family  
 Bob Garlock  
 Tom Girsch & Girlfriend  
 Dave Glish  
 Michelle Gross & Family  
 Linda Heinrich  
 Rick Janowski  
 Bill Janutka  
 Mark Jones  
 Dwight Johnson & Family  
 Lee Musial & Family  
 Bruce Rahlf & Family  
 Bill Rupp  
 Al Schwarz  
 Ken Sinner  
 Joe Sliker  
 Rich Tanin  
 Carl Verbanac  
 Dennis Wilson

GEN CON has gotten to be a very special event  
 for MilAtarians. The thing that I noticed this  
 year (especially with the addition of Elvira) is  
 that our being there is also looked on as being  
 special by both the attendees and the  
 organizers! I hope that we will be able to be at  
 future GEN CON's, spreading the good word of  
 Atari computers. Midi-Maze is definitely the  
 #1 attended event at GEN CON, claiming over  
 2,000 filled slots this year alone! Here's  
 looking ahead to August 19-22, 1993, the next  
 GEN CON!

There will be a special Worker's Drawing at the  
 September MilAtari meeting for the members  
 that worked at GEN CON. Winners need not  
 be present to win, although it would be  
 preferred!

I am still in need of volunteers for the positions  
 of Publication Librarian and Resale Shop  
 Manager. Please either call me or see me at the  
 meeting if interested.

Hope to see YOU on the 19th!

Lee



# Mac Attack

Bob Garlock

System 7.....

If you have been following the Mac world you probably have heard of "System 7". This term refers to a system software upgrade being offered from Apple. The software is supposed to be free but it is copy protected. Go figure! You can pay from anywhere of \$25 to \$100 for the software and manuals. It depends if you get them from a user group or from Apple. I'll let you guess which one is cheaper.

The new system is especially useful to the upscale Macs. It offers multi tasking, networking, memory expansion and a lot of other features that will make the Macs appear more favorable to corporate America.

System 7 gets rid of the awful Font/DA Mover. You do need 2 meg of ram and a hard disk though. Memory can become a problem so you want at least 4 megs. Oh yeah, if you have an older Mac you need to upgrade the logic board and install a SCSI port. Not cheap by the way. Also be aware that not all of the older software will run. Ah, life in the fast lane.

Question...

Do you know you is buried in Grant's tomb? If you answered "Grant," you are wrong.

GenCon and the Mac.....

I looked, really I did. There was a copy of "Falcon" that was in the auction. Come to think about it, it didn't sell. GenCon is one area that Macs aren't very popular it seems.

With the summer winding down and GenCon being so intense I had to go back into the archives for this month's programs. They aren't too bad and we'll have some new ones next month.

## SPECTRE DISK #15.....

MacNinja Ver. 3.0 >

A ninja action kick 'em up. It has nice sound effects and plays good.

Wizard's Fire >

An interesting Missile Command type game. It has an unique feature. It has two mini games that can be played when the action gets too intense and it looks like you going to get your lunch handed to you.

Solitaire >

A simple game of Klondike.

IAGO >

Classic game of GO.

Action Strategy Baseball >

Pitching, hitting, fielding, setting up teams and then, hit the ball and touch 'em all!

Digi Sim Ver. 2.8 >

A Digital Logic Simulator. If you don't know what that means then you wouldn't be interested. But if you can use it, it's worth its weight in gold.



Time to Renew?  
Check your newsletter  
label!

# ST Public Domain

Dennis Wilson

MilAtari Ltd. St Public Domain Library Disks are available at the meeting at a price of \$3.50 per disk, and through mail order at \$4.00 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd. Some of the programs on these disks have been released as shareware and are so documented in the programs themselves.

MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful. The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

## DISK 376 - UTILITY DISK

**BLITZ-HD:** Blitzschnell - A hard drive defragmentor and optimizer. This program takes a steep departure from other defragmentors and optimizers on the market to date. It offers a visual perspective of your drive's organization. In fact, this visual format forms the base of Blitzschnell. While designed primarily for hard drives, this program may be used with disks and other mediums, provided Blitzschnell can identify the FAT format. It is not intended or recommended that you use this program to reorganize copy protected disks.

**CYPHERII:** Cypher II - A security utility which will scramble any ST file, turning it into a sticky mess. Scrambled files really are sticky. PRG/TOS files cannot be executed. Text, graphic, and data files are completely unreadable and useless. The scrambled files can, however, be easily and rapidly unscrambled.

**DISKSAVE:** Last Resort Disk Saver - A utility which attempts to save raw sectors from a floppy disks after all everything else fails. It is meant to be used to read the raw sectors from a floppy disk when the fat or directory structure is destroyed or has fatal flaws in them. This will not harm the source disk in any way, since all it does is read from the disk.

**FINANCE:** The Financier V1.1s - A personal money manager and statement generator from Caledonia Public Domain Library. This is not a demo program, or even a cut down version. This is the full commercial program which has previously only been available from Caledonia PDL for \$25. With The Financier, you can keep separate accounts, each having a history of hundreds of entries. With the powerful search facility, you can retrace an entry in seconds, view the entries at a specific date, and even print personalized statements to your printer! For the small business, statements can be stored on disk with extra details such as names and addresses, invoice numbers, or anything at all relating to the customers account. You can enter the information on a special form, called a "template" and save it to disk with the customers account. This can be unique

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T PD

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to every account.

**ERNBLD:** Sternbild - An astronomy program that allows the user a planetarium type view of the 88 constellations with full control over viewpoint, time changes and scale. Also included in the folder is Messier - Messier Object Search. This program will query you for a R.A. value and a range of interest. It will then display a list of Messier objects +/- the range of the right ascension you specified. Medium and high resolution.

**DISK 377 - UTILITY DISK**

**XTPRINT:** Artprint V1.2 - A clip art printing program. There are hundreds of clip-art pictures in the public domain which may require dozens of disks for storage. It is obviously very difficult to remember every one and which file it is in. This program allows a complete disk of picture files to be printed out in one session. The program works only in high resolution mode and with most 9 pin and 24 pin parallel or serial printers.

**C:** This small utility will change the colors on the screen like the control panel. This program is not a desk accessory, so it doesn't stick around wasting space. The program runs in medium and low resolutions.

**EMSET:** Memset - A utility that allows you to set the amount of memory on your ST in 512K blocks from 512K to 4 Mega. This is useful if you want to check if a program will run with all memory configurations, or if you have a program (like Railroad Tycoon) that only runs under certain memory configurations. It also allows you to perform a COLD reset when you press the reset button (normally this just does a warm reset).

**ZIP11:** STZip V1.1 - An archiver that processes .ZIP file, as does PKZip on an IBM PC. It can extract and add files, and is fast and uses GEM. It can also compress subdirectories and store comments. You can use stzip from a shell or a program with a command line, or with it's built-in GEM shell. You can also install it as a GEM application on the desktop. That is, with extension .ZIP, STZip will open the zipfile when you double click on it.

**DISK 378 - UTILITY DISK**

**X-DUMP:** A postprocessor patch for Atari's built-in screen dump routine, which is normally invoked by pressing Alt-Help. All it changes are the variable line-feed instructions. Atari wrote the original screen dump for 9-pin Epson and compatible printers, probably under the assumption that future printers would have no trouble emulating the old instructions. Unfortunately, the Esc-"1" instruction they used to set line spacing is no longer implemented on the newer 24-pin printers, so line feeds which should be 12/90 inch end up as 1/90 inch. Screen dumps come out completely squashed vertically. To use this fix, run FIX-DUMP.PRG from the desktop or AUTO folder.

**ALVAGE:** This program is designed to aid in recovering ASCII files from a floppy disk that has had the FAT tables or Directory trashed.

**ERIALFX:** Serial Fix - A program which fixes a bug surfaces when a ST, STe, or a TT is used with a high speed modem in conjunction with ZMODEM or any near-continuous flow transfer program is used to send data. This bug results in bad data being sent which results in CRC errors, packet size problems, and other data

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**ATARI CLASSICS****Press Release****A New Magazine for the 8-Bit Enthusiast!!!**

Greetings Fellow Atari 8-Bit Users!

My name is Ben Poehland, and I'm pleased to announce that I shall be serving as Managing Editor of Atari Classics (AC), a new magazine exclusively devoted to the Atari 8bit user. If you are among the thousands who have bemoaned the recent loss of nationally distributed magazines that once supported your beloved 8-bit, I'm here to add a long-overdue ray of hope to your 8bit future!

The philosophical orientation of AC-incorporated in its Manifest is to be a magazine "of, by, and for the Atari 8bit user." Unlike previous 8bit periodicals, the content of AC will directly reflect the expressed desires of the user community, especially as recorded during the Mail-In Campaign conducted January 15-May 2, 1992. The magazine will be staffed by members of the user community, and its content will be drawn entirely from the user community.

Unicorn Publications, already well-known for its outstanding Atari Interface Magazine (which covers both the ST and 8bit markets), has agreed to provide publishing services for AC. AC and AIM will be essentially independent publications, and the addition of AC to Unicorn's stable of products will not affect AIM's present subscribers. One of the many unique arrangements concerning AC is that its actual day-to-day operation will be largely in the hands of the user community rather than the publisher. Whatever "flavor" we decide to give it will be entirely our own.

Atari Classics represents a unique experiment in the history of the Home Computer Revolution that began in the mid '70s. With Atari Corp.'s announcement of discontinued support for all 8bit products in January 1992, an entire class of machines with a global installed user base numbering in the hundreds of thousands was abandoned

along with the community of users who still use them. But for the first time, a rejected user community has marshalled its resources and declared its right to exist independent of Corporate America.

We respond to Atari's challenge in a way that would make our forefathers proud: by rolling up our shirtsleeves and doing the job ourselves! This will be YOUR magazine. AC will succeed-or fail-on the number of subscription orders it receives.

Although seed money to print the Premier Issue has been provided, the magazine will need 500 paid subscriptions to succeed. A limited production run of 800 issues is scheduled for October or November 1992. Most of these will be distributed-FREE OF CHARGE- to the roughly 600 people who sent in commitment cards during the Mail Campaign.

That's right: if you sent in your card, YOU WILL GET TO READ THE FIRST ISSUE FOR FREE BEFORE YOU DECIDE TO BUY. (When was the last time you saw a deal like that??)

Of course, there were some folks who got missed in the Mail Campaign. So we ordered up those few extra copies which will also be distributed for free. First come, first serve, please don't block the stamped!

You can write to:

Atari Classics  
179 Sproul Rd./Rt. 352  
Frazer, PA 19355 USA

ATTN: B. Poehland, Managing Editor  
to have your name added to the list for a free copy of the Premier Issue. (No guarantees, and be sure to include your postal mailing address!) If you sent in your Campaign card it will NOT be necessary to request your free trial issue, as your name is ALREADY

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## CLASSICS

from page 11  
among the LUCKY 600!

The basic subscription fee is \$25/year in the USA, with higher fees for Canadian and other non-US subscriptions. Full details on subscriptions will appear in the Premier Issue and in future announcements.

Beginning in 1993 the magazine will be distributed bimonthly (6 issues/year).

A software disk bearing programs published in AC plus selected offerings from the Public Domain, will be available separately for \$9/year in the USA. The disk will be distributed independently but will be timed to appear with every other issue of the magazine (3 disks/year). Full details on disk subscriptions will also appear in the Premier Issue and in future announcements.

The content of Atari Classics will initially lean toward user applications, hardware tutorials and modifications, programming, and software reviews. We plan to aggressively recruit paid commercial advertising from scarce 8bit vendors, and to publish periodic lists of current 8bit supply sources. Best of all, PAID subscribers will

be able to place FREE ads in AC to buy, sell or trade their personal 8bit treasures! (But of course, yah gotta SUBSCRIBE first!) And, we'll have a whole bunch of other stuff, contributed by some of the most talented writers and hackers in the Atari 8-bit world, authors whose names you've seen gracing the pages of ANTIC, ANALOG, Current Notes, and Atari Interface Magazine. (You'll notice not very many details there - we wanna pique your imagination!)

As of this announcement (August 5, 1992) only a few of the Staff positions at AC have been filled. We are starting completely from scratch, but anticipate most of the administrative machinery for operating the magazine will be in place by the end of August and production begun on our Premier Issue. (We'll need a month to get used to working with each other in an environment of near-total chaos!)

And when you see that first issue appear in your mailbox this autumn, IT WILL BE YOUR TURN TO DECIDE THE FUTURE OF YOUR MACHINE!!

## MICRO MAGIC INC.

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## FALCON SPECIFICATIONS

### Atari Falcon Specifications

In case you haven't heard, the NEW Atari home computer everyone has been waiting for has been unveiled. These are the "official" specifications, per Atari Explorer Online, the official online voice of Atari Corp.

**CPU:** Motorola 68030 running at 16 Mhz

- 32-bit Bus
- Optional 68881 or 68882 FPU
- RAM: 1,4, or 14 megs
- Standard Atari Cartridge Port
- Motorola 56001 DSP chip

### EXPANSION BUS:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

### GRAPHICS:

- Super VGA graphics: 640x480 with 256 colors
- True color 16 bit mode allowing a display of up to 65,536 colors
- Accepts external video sync signal, allow high quality genlocking
- Overlay mode for easy video titling and special effects
- Overscan on TV's and ST Color monitors
- 262,144 possible colors
- Hardware-assisted horizontal fine scrolling
- BLITTER graphics co-processor

### SOUND FEATURES:

- Eight 16 bit audio DMA record and playback channels
- Stereo 16 bit digital DMA input

- Stereo 16 bit DMA audio output
- SDMA sound/DMA Coprocessor

### STANDARD PORTS:

- SCSI II port with DMA
- High speed LocalTalk compatible LAN
- Connector for analog RGB color (ST or VGA) or composite video
- RS232C serial port
- Bidirectional parallel port
- MIDI IN/MIDI OUT
- Stereo microphone input, miniature stereo plug
- Stereo audio out, miniature stereo plug
- Two joystick connectors
- Two enhanced digital/analog controller/light pen connectors

### DATA STORAGE:

- 1.44 Mbyte floppy disk drive
- Optional internal IDE Hard Disk

### SYSTEM SOFTWARE:

- Pre-emptive Multitasking with adaptive prioritization (MultiTOS)
- Inter process communication
- NewDesk desktop and eXtensible control panel
- Multiple window user interface; number of windows limited only by memory or software in use.

### PRICING:

- 1 Meg RAM base configuration: \$799 US
- 4 Meg RAM with 65 Meg internal hard drive: \$1,399 US

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## From the Editor

I hope you've noticed the new format for this month's issue. I feel that this radical change calls for some kind of explanation on my part, as you'll most likely heartily agree that this isn't necessarily an "improvement" in the newsletter you've come to know (and love?).

At the last executive board meeting, it was generally agreed that in order to plan for our future, er...in order to have a future, we need to carefully evaluate our current income and expenses. Perhaps you are aware that our number one expense is the printing cost of the newsletter. In fact, it is nearly \$200 just to print 250 copies of each month's issue, not to mention the cost of mailing them to the membership.

After considering the options, I've decided to try this smaller format. However, I am open to suggestions/solutions/ideas/comments, etc., and will anxiously await any of the above before making a final recommendation to the board as to how we should proceed in this area.

Other possibilities under consideration include a newsletter on disk, bi-monthly issues, or no newsletter, although I highly doubt the latter possibility will ever come about as long as MilAtari remains in existence. But, anything is possible.

I might as well take this opportunity, as long as I have your attention, to mention that without contributions from the membership for the newsletter, this entire issue is, as they say, academic! As our membership has shrunk since the "peak years" at Atari, the newsletter has followed suit. This is the most distressing aspect of being an editor. Without

your work, I have no purpose. Without your help, I can not succeed in bringing you a quality product. Without your contributions, there is no reason to have a newsletter.

Writing isn't easy for many of us, but we have tried to make it as painless as possible. There is a form on the bulletin board which makes doing a game review as easy as filling out a 1040EZ. You could call Linda and volunteer to be the next subject of Chatting With... (Speaking of which, her column is absent again this month, but she has PROMISED to return in October.) Do you have any hints or tips on a program that you could share? Any interesting gossip in the online topics you frequent on GENie, or other BBS you visit. If you compute, you have something to contribute!!!

The editor of Atari Explorer Online announced in the last issue that each month an article from a user group newsletter will be featured in their online mag. That ought to get some keyboards clinkin'.

Get busy typing, and in the meantime, I'll accept any feedback via personal mail on our BBS, GENie, or give me a call...the old fashioned way - by voice!

'Till then,

Michelle

FALCON  
from previous page

### AVAILABILITY:

- Shipping to begin in October, 1992, with limited US distribution pending FCC type acceptance.

## MILATARI LTD. BULLETIN BOARD

Your official source of club news and information

### AIM Subscription Offer

*Atari Interface Magazine*

MilAtari is a participating user group in the AIM user group subscription offer. All members are eligible to subscribe to AIM at the low, low, rate of \$6.00 per year. Subscriptions are paid through your user group. For more information, contact Bruce Rahlf, or attend the next meeting!!

### Current Notes User Group Offer

User group members may subscribe to Current Notes at the reduced rate of \$23 per year - a \$4 savings over the normal yearly rate. To qualify for the reduced subscription, enclose a copy of this page of our newsletter to verify that you are a member of a participating user group, along with your check or Money Order to: CN, 122 N. Johnson Road, Sterling, VA 22170.

## MilAtari Needs You!

**Support your club!**

*Attend meetings*

*Buy PD disks*

*Do a Demo*

*Write for the newsletter*

**Keep your club ALIVE!**

### PERSONALS

Members may place an ad in the personals free of charge for any computer related item. The fee for non-members is \$5 per ad, per month, for a standard 1" ad. To place your ad, contact the Editor voice or via e-mail on the BBS.



*At the MilAtari Snack Bar*